

WARHAMMER



ELECTRONIC ARTS®

Software Under Siege

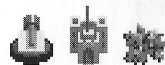
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Getting Started

NOTE: You must have a hard drive to play Rampart!

Installing the game

Rampart comes on two high density 5.25 inch disks, or one high density 3.5 inch disk plus one low density 3.5 inch disk. To install Rampart on your hard drive, follow these instructions:

1. Boot your computer with DOS (Version 3.0 or higher).
2. Insert Disk 1 into a floppy drive.
3. Type the name of the drive (example **A:**) and press **Enter**.
4. Type **install** and press **Enter**.
5. Follow the screen prompts to complete the installation.

Loading the game

To load and start Rampart, follow these instructions:

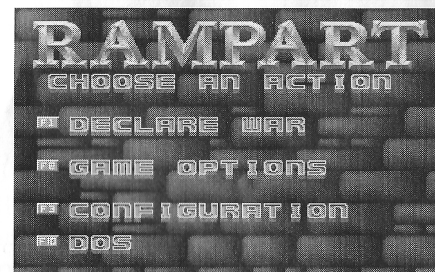
1. Boot your computer with DOS (Version 3.0 or higher).
2. Type **C:** and press **Enter**. (If you installed Rampart to a hard drive other than C:, substitute the correct letter.)
3. Type **CD\RAMPART** and press **Enter**. (If you installed Rampart to some other directory, type the name of the correct directory instead.)
4. Type **RAMPART** and press **Enter**.
5. After the Title Screen and credits, the Copy Protection appears. The screen prompts you to look at either the top or bottom of a page in the manual and see which pictures are there. On the screen, these pictures are shown with letters under them. Type the letters corre-



sponding to the pictures you see in the manual, in the order they are shown in the manual. You get two tries, and once you succeed, you see the Choose an Action screen.

Note: You choose whether to play with joystick, mouse, or keyboard at the time the actual game begins.

Choose an Action



Declare War

Press **F1** to Declare War and begin a game. But first you may want to change the Game Options or Configuration. If you want to jump straight into the game, skip to *Prelude to War*.



Game Options

Press **F2** to display the Game options. You can modify game type and difficulty, and also the kill parameters.



Note: In the middle of this screen is the heading *Multi-player*. This is not the mode you are in, because you choose that after you Declare War. It is here to tell you that the options below it are for the multi-player game only.

- F1 Game Type:** Toggles the game type between Classic and Enhanced. Classic is just like the video arcade game, while Enhanced adds the excitement of Super Cannons and Propaganda Balloons. See *The Enhanced Game* for an explanation of these features.
- F2 Difficulty:** Cycles the game difficulty for the single player game: Very Easy, Easy, Medium, Hard, Very Hard.
- F3 Cannon Kill:** Cycles the number of hits it takes to destroy a normal cannon (as opposed to a Super Cannon from the Enhanced Game) in the multi-player game. Choices are: 3, 6, 9, or 12 hits to destroy a cannon.
- F4 Battle Length:** Cycles the number of rounds the multi-player game will last before a winner is

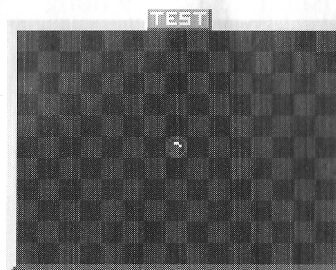
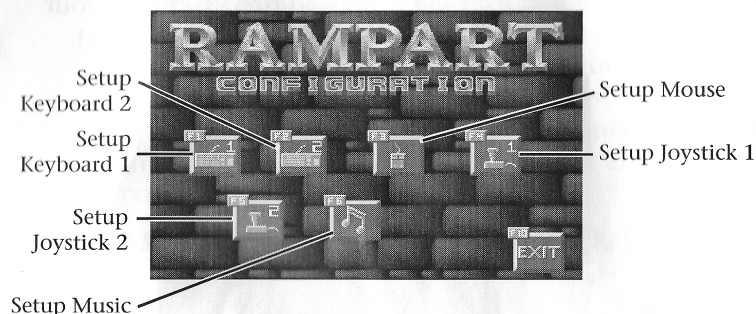


declared based on highest number of points: 3, 5, 8, 12, To The Death! The game played to the death continues until all players but one lose their castles.

F10 Exit: Returns to the Choose an Action screen.

Configuration

Press **F3** to display the Configuration options. You can modify game controls, and you can toggle music and sound effects on and off.



Test Grid

Except for Setup Music, each Configuration screen has a test grid so you can see how the settings affect the controls.



You may have to adjust settings outside of the game. For example, if you find that the mouse sensitivity doesn't respond to the adjustment, you will have to adjust your mouse driver directly.

F1 Setup Keyboard 1: Lets you adjust the speed and responsiveness of the Keyboard 1 controls.

F1(again) Repeat Rate: Cycles the Repeat Rate from 1 (fast) to 9 (slow). The Repeat Rate is how fast the key repeats as you keep it pressed (which makes your cursor in the game move faster).



F2 Repeat Time: Cycles the Repeat Time from 1 (short delay) to 9 (long delay). The Repeat Time is how long you must hold down a key before it starts to repeat.

F3

Change Keys: The default key controls for Keyboard 1 are mostly cursor keys:

↑	Up	(F1)
↓	Down	(F2)
←	Left	(F3)
→	Right	(F4)
Enter	Fire	(F5)
I	Rotate	(F6)

The function keys shown in parentheses are the keys you press to make changes. For example: to change the Up key, press **F1**, and when the requester box appears, press the key you want to be the new Up Key. Note: if you choose a key that is already being used for a different function, a message appears to tell you so — press any key to continue.

F10 Exit: Return to the Setup Keyboard 1 Screen.

F2

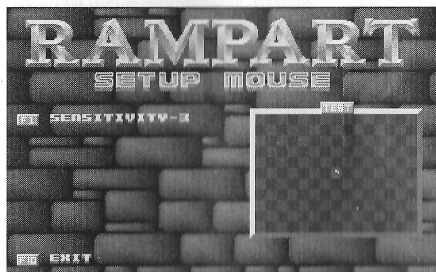
Setup Keyboard 2: Lets you adjust the speed and responsiveness of the Keyboard 2 controls. See the instructions for Setup Keyboard 1 screen to learn how to select options for this screen. The default key controls for Keyboard 2 are:

D	Up	(F1)
C	Down	(F2)
X	Left	(F3)
V	Right	(F4)
Caps Lock	Fire	(F5)
Tab	Rotate	(F6)

Use the same procedure described in the Setup Keyboard 1 instructions to change key controls for Up, Down, Left, Right, Fire, and Rotate.

F3

Setup Mouse: Lets you adjust the speed and responsiveness of the mouse.



F1

Sensitivity: Cycles mouse sensitivity from 1 (low) to 8 (high). Move the mouse around to test its sensitivity on the Test Box; the movement of the red ball in the Test Box will show how sensitive the mouse is.

F10

Exit: Return to the Configuration options.

F4

Setup Joystick 1: Lets you adjust the speed and responsiveness of Joystick 1.



F1

Repeat Rate: Cycles the Repeat Rate from 1 (fast) to 9 (slow). The Repeat Rate is how fast the cursor moves as you hold the joystick lever in a direction.

F2

Repeat Time: Cycles the Repeat Time from 1 (short delay) to 9 (long delay). The Repeat Time is how long you must hold the joystick a direction before it starts to repeat.

F3

Move Threshold: Cycles the Move Threshold from 1 (short) to 12 (long). The Move Threshold is how far you must move the joystick away from center before the cursor moves.

F4

Recenter: Recenter the Joystick.

F10

Exit: Return to the Configuration Screen.

F5

Setup Joystick 2: Lets you adjust the speed and responsiveness of Joystick 2.

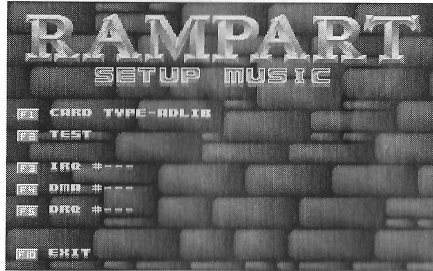
See the Explanation to the Setup Joystick 1 screen.

NOTE: If you have only one joystick port, you can use a "Y" cable to connect a second joystick.



F6

Setup Music: Lets you choose the sound output device you want, including turning sound off.



NOTE: RAMPART does not automatically detect sound cards. Be sure to choose the correct card from the menu.

F1

Card: Cycle the desired sound output: No Sound, PC Speaker, AdLib, Sound Blaster, Sound Blaster Pro, Pro AudioSpectrum, Old Pro AudioSpectrum, Roland MT-32; and combinations of Roland with others. These combinations allow you to hear both digitized speech and sound effects.

F2

Test: Tests the sound card. (Note: Test plays music, not sound effects. If you choose PC Speaker, Test does nothing because the PC Speaker only makes sound effects, not music.)

F3-F5

Cycles through sound card addressing. Generally these settings do not have to be changed, but to do so, please see the user manual of your sound card for details.

F10

Exit: Returns to the Configuration options.

NOTE ON THE SOUND BLASTER: If you choose Sound Blaster but it doesn't work, try setting the IRQ to #3. Early versions of the Sound Blaster card are configured differently.

NOTE ON THE SOUND BLASTER PRO: The default mix of FM vs. Voice Volume provided with the Sound Blaster card can be improved using the SBP—SET Utility that comes with the card. Use the following command at the DOS prompt to reset it appropriately: **SBP—SET /FM:14 /VOC:14**

NOTE ON THE PRO AUDIOSPECTRUM: For the Pro AudioSpectrum card to work with Rampart, the following command must be in your CONFIG.SYS file:
DEVICE=MVSOUND.SYS

NOTE ON CONFIGURATION: If you ever decide that you want to return to all the original configuration default settings, delete the file called RAMPART.CFG from your RAMPART directory. For information on deleting files, consult your DOS manual.

DOS

Press **F10** to exit the game and return to DOS.

Prelude to War

The goal in **Rampart** is to score a series of strategic military victories to defeat your opponent. In the one-player game, your opponent is an invading fleet that you must repel from the relative safety of your castles to control the continent. In the two- or three-player games, you battle your opponents' castles to defeat them.

Throughout the game, you must move cursors and cross hairs and make selections. Here are your default controls, which you can change somewhat in *Configuration*.

Keyboard 1: Press the cursor keys to move to the location you want, and then press **Enter** to select or to fire.

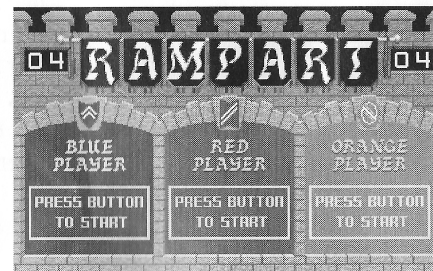
Keyboard 2: Press the **D**, **X**, **C**, and **V** keys to move to the location you want, and then press **Caps Lock** to select or to fire.

Mouse: Move the mouse to move to the location you want, and then press the **Left Button** to select or to fire.

Joystick: Move the joystick to move to the location you want, and then press **Joystick Button 1** to select or to fire.

One, Two, or Three Player Games

After selecting Declare War, choose whether to play with one, two, or three players, and which controllers each will use.

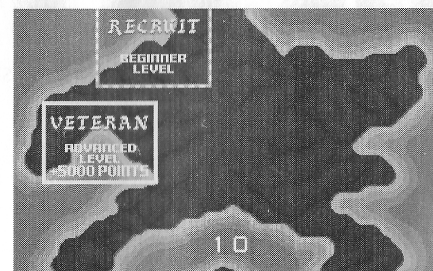


When the Player Selection screen appears, the first player to press a button on their controller becomes the Blue Player, the second becomes the Red Player, and the third becomes the Orange Player (or Purple in EGA graphics mode).

The counter in the upper corners counts down to accept your selections if you want only one or two players. To speed up the timer, press one of the already selected buttons.

Select A Territory (Skill level)

Choose one of two territories: Recruit Territory, which is the easiest of the two, or the more advanced Veteran Territory.





You begin the game with a 5,000 point bonus in the tougher Veteran territory. If you do not choose a territory in the allotted time, the highlighted territory is chosen. After you win your first territory, you will have the opportunity to conquer other territories. The more territories you conquer, the tougher the game becomes.

Select A Home Castle

Select a Home Castle in your territory.

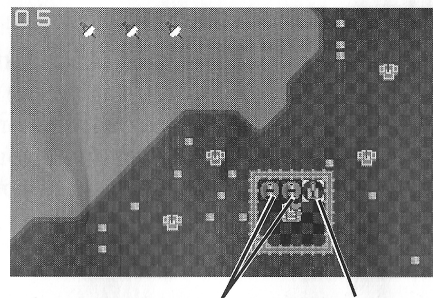


The Home Castle will be your headquarters at the beginning of the first round of play.

Place Cannons (and Other Weapons)



Place your cannons within the walls of your castle.



Cannons already placed

Cannon to be placed

The number on the cannon shows you how many cannons you have left to place. You receive two cannons for enclosing your Home Castle, plus one cannon for each additional castle you enclosed.

Note: Cannons can be placed **ONLY** in empty checkerboard areas within castle walls; they cannot be placed on top of walls or on other cannons.

In the Enhanced Game: If you have enough cannons left to place, you can press the Rotate button (different for each control set — see below for the defaults) to cycle through different, more powerful weapons: Propaganda Balloons and Super Guns.



Propaganda Balloons

In the Enhanced Game, you can make Propaganda Balloons. A Propaganda Balloon will fly out before the battle and drop leaflets on the most dangerous ship or cannon of your opponent. Then during battle, that cannon will act as though it were one of yours, shooting where your cross hair is aimed.



Propaganda Balloon Icon

To Create a Propaganda Balloon, you must use three normal cannons. If you have three or more normal cannons available to place, press the Rotate button until the cannon becomes the Propaganda Balloon Icon, and then press the control button to place it.

Note: *Propaganda Balloons must be placed within castle walls like normal cannons, and they require as much area as cannons.*

Keyboard 1: Press **]** until you see the Propaganda Balloon Icon, and **Enter** to place it.

Keyboard 2: Press **Tab** until you see the Propaganda Balloon Icon, and **Cap Lock** to place.

Mouse: Press **Right Button** until you see the Propaganda Balloon Icon, and **Left Button** to place.

Joystick: Press **Button 2** until you see the Propaganda Balloon Icon, and **Button 1** to place.

One-player game: converted ships will stay converted until they touch land, and then they disband.

Multi-player game: converted cannons will only stay converted for one battle round, and then they return to your opponent.

Note: *It takes two propaganda balloons to convert a Super Gun.*

Super Guns

In the Enhanced Game, you can make Super Guns. Super Guns fire incendiary cannonballs that leave burning pits when they strike walls, and they do extra damage when they strike ships at sea. Pits last three battle rounds, and nothing can be placed on them while they burn.

To create a Super Gun: You must use four normal cannons. If you have four or more normal cannons available to place, press the control button until the cannon becomes a Super Gun Icon (it's bigger than a normal cannon), and then press the select button to place it.



Super Gun Icon

Keyboard 1: Press **]** until you see the Super Gun Icon, and **Enter** to place it.

Keyboard 2: Press **Tab** until you see the Super Gun Icon, and **Cap Lock** to place.

Mouse: Press **Right Button** until you see the Super Gun Icon, and **Left Button** to place.

Joystick: Press **Button 2** until you see the Super Gun Icon, and **Button 1** to place.

Note: Super Guns must be placed within castle walls like normal cannons, and they require MORE area than normal cannons.

Battle



Move your cross hairs to your targets and fire your cannons!

In the one-player game, you attack ships trying to land on your territory, and you also attack any land units, called Grunts, that the ships launch when they reach shore. In the multi-player game, you attack the castle walls and cannons of your opponent(s).

Each cannon can only have one cannon ball in the air at a time. If you quickly fire as many cannon balls as you have cannons, your cross hair shrinks and stops flashing to tell you no more cannon balls can be fired. As soon as a cannon ball lands, the cursor grows and flashes to tell you a cannon is ready to fire.

Battle lasts for a set period of time, and may continue even after you have destroyed all enemy targets.

To increase the speed of the target selector, hold down the Rotate key while moving the cross hairs. Here are the defaults:

Keyboard 1: **]**

Keyboard 2: **TAB**

Mouse: **Right Button**

Joystick: **Button 2**

Pause: To pause the game during battle, hit the **Pause** key. To abort the current game and return to the Choose An Action screen, hit **F10**. To return to the current game hit any other key.

Build and Repair



Repair your castle walls and try to grow and capture other castles in your territory.

When presented with random pieces of castle wall, rotate them and place them to enclose castles. Enclose as many castles as you can in addition to your Home Castle, and those castles become your territory and you can place cannons within these new enclosures. There is a time limit for placing walls, and if you do not have at least one castle completely enclosed when time runs out, you lose the game. Enclosed castles have checkered floors.

To Rotate pieces of castle wall, press the Rotate key (here are the default controls):

Keyboard 1: **]**

Keyboard 2: **Tab**

Mouse: **Right Button**

Joystick: **Button 2**

Enemies

In the one-player game, you fight a number of different enemies.

Grunts

Grunts are mobile artillery.



Grunts

In one-player games, enemy ships that reach your coastline launch Grunts on your territory to surround castles and walls and destroy them. You cannot put walls on spaces occupied by these units during the Build and Repair phase, although you can destroy them with cannon fire during Battle. If you enclose Grunts inside your walls during Build and Repair, they will be destroyed.

Ships

Ships appear only in one-player games, and they come in several varieties. They are listed below, from weakest to strongest:



Single Sail Ships

Single-Sailed white ships stay offshore and bombard your territory with conventional cannonballs.



Double Sail Ships

Double-Sailed grey ships bombard your territory with cannonballs and land Grunts on your shore.



Red Ships

Red ships bombard your territory with incendiary cannon balls that leave burning pits. Neither walls nor cannons can be placed over these pits, but the pits can be enclosed inside your walls. The pits will last three battle rounds and then burn out.

Black Sailed ships are more difficult to destroy than other ships. There are black sailed versions of each ship listed above.

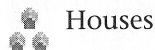
Starting Over

If you are unable to enclose at least one castle before the Build and Repair phase is over, you can try again with more and better initial cannons. To start over, when a requester box appears that asks "Start Over With More Fire Power?" press your control button. If you lose in the same territory three times in a row, the game is over. If you do not press a control before the timer runs out, the game is over.

The Enhanced Game

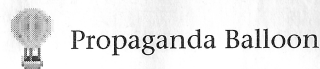
The **Rampart** Enhanced Game works the same way the Classic Game does in most respects. There are some changes in options and functions relating to Combat, however.

Houses



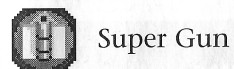
Houses appear in the one-player game, and they are residences of peasants who live outside your castle walls. If you enclose a house within your walls in a one-player game, you get additional points. If you enclose a house within your walls in a multi-player game, they become Grunts that go out and attack the territory of your enemies. And no matter how many players there are, if you place walls right on top of your houses, they become enemy Grunts that attack you. Houses can also be destroyed by cannon fire.

Propaganda Balloons



You can decide to create a propaganda balloon at the expense of three normal cannons if you choose. Propaganda Balloons convert enemy cannons to your side. For more information on Propaganda Balloons, see "Place Cannons" for more information.

Super Guns



You can decide to create a Super Gun at the expense of four normal cannons if you choose. Super Guns deliver more firepower and then leave burning pits in the ground that must be built around. For more information on Super Guns, see "Place Cannons" for more information.

Winning

You have different goals depending on the number of players. But in each type of game, points play a role. Points are awarded in several ways:

- Destruction Points for destroying enemy ships.
- Territory Points for enclosing territory within walls.
- Castle Bonus for enclosing castles (including your original Home Castle) within walls.
- Enclosing Bonus Squares. In the multi-player game, Bonus Squares are small flashing squares on the playing field (in EGA the squares do not flash). Completely enclose these squares within walls to get bonus points. The more land you enclose around a bonus square, the more bonus points you get.

One-Player Game

The goal of One-Player Rampart is to repel invaders from your territory while enclosing as much of your territory as possible within protective walls. This is done in a series of battles that are divided into timed rounds. After each round of battle, your points are tallied up. If you have not accumulated enough points, another Build and Repair round starts. But if you have accumulated enough points, you conquer the territory and move on to the next one. Once you have conquered all the territories on the map, you win the one-player game.

Multi-Player Game

The goal of Multi-Player Rampart is to attack enemy castles, cannons, and Grunts, while enclosing as much territory as possible within your own protective walls. This is done in a series of battles. After each battle, your points are tallied up, but the game continues until one of two things happen; you reach the number of rounds set in the Configuration, or if all players but one lose all their castles.

After each series of battles is over, the winner is either the only surviving player, or the player with the most points if there is more than one survivor. Then the winner gets to see the ultimate defeat of the other players, and can even help that fate along by pressing a control button or key.

Problems With The Game?

If you are having a problem installing or playing the game, we want to help.

First, please make sure you have read the Getting Started section of this manual thoroughly, and make sure you have at least 3.6 megabytes free on your hard disk. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs/Device Drivers/DOS shells

TSR stands for Terminate Stay Resident. A TSR is a program, like SideKick® that automatically executes itself when you

start up your computer from a hard drive. They are generally installed in your autoexec.bat file. Device Drivers and DOS shells also are loaded automatically. They are usually installed in your config.sys file.

These TSRs or Device drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.

DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or any other problem, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you will need a blank disk the same size as your A: drive.
2. Type **C:** and press **Enter**.
3. Place the blank disk into drive A:
4. Type **FORMAT A: /s** and press **Enter**. Note: If you are formatting low density disks on a high density drive, use the following commands:

5.25 inch low density disk: **FORMAT A: /s /n:9 /t:40**

3.5 inch low density disk: **FORMAT A: /s /n:9 /t:80**

You will be prompted to insert a blank disk into drive A. Do so if you haven't. Press the **Enter** key when you are ready.

5. Once the disk is finished formatting you will be asked whether you wish to format another or not. Answer **N** and press **Enter**.

6. You now have a DOS boot disk. You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A: prompt. This boot disk bypasses the autoexec.bat and config.sys on your hard drive and starts up your computer in as clean a DOS environment as possible. Try re-installing the software if you were having trouble doing so, or try starting the software from the drive and directory you installed to. If the software you are trying to run requires a sound driver or mouse driver, don't forget to execute those before starting your game.

Game Credits

Game Concept: Dave Ralston, John Salwitz

PC Programming: Dave O'Riva

Graphics: Dave O'Riva, Greg Hancock

Sound: LX Kool Hyperstack, Dave O'Riva

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Special Thanks To: Franz Lanzinger, Brian O'Riva, Dave Salisbury



Photo by Rosalind Delligatti

From left to right: Dave O'Riva, Greg Hancock and Franz Lanzinger.

Dave O'Riva has been interested in programming for most of his life, wandering from custom databases (which, by the way, are extremely uncool) up to his present enviable position as a game author.

Disdaining the comfort and protection of a salary (and a roof, and food), he and Franz got together to form Bitmasters, a start-up company that is turning out to be highly successful. Bitmasters is also responsible for subjecting the world to Rampart on the Nintendo Entertainment System®.

Pursuing an avid interest in being able to afford to eat, he will continue to write games until someone holds a cannon to his head and makes him stop.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support

P.O. Box 7578

San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

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